CHARACTER	NAME			PLAYER				1	LUNGEONS					
Ranger		RACE		ALIGNMENT		DEITY		—)RA	<u>G</u> O	NS [®]	Đ		
								CHARAC	TFR R	FCO	RD S	HFF'	TS	
LEVEL	SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIF					***	, 5	
ABILITY NAME	ABILITY	ABILITY TEMPORA	RY TEMPORARY	TOTAL					DAMAGE I	HIT DIE		SPEED	•	
	SCORE	MODIFIER SCORE	A STATE OF THE PARTY OF THE PAR	HP	WOUNDS	/CURRENT HP	- —	SUBDUAL DAMAGE		TYPE		PEEU	<u>, </u>	
STR STRENGTH			нл	POINTS			J L			d10				
DEX DEXTERITY			ARM	AC OR CLASS	10+	+ +	+	- + + + + + + + + + + + + + + + + + + +						
CON				TOTAL	AR! BO	MOR SHIELD NUS BONUS	DEX MODIFIER	SIZE NATURAL MISC MODIFIER ARMOR MODIFIER	_		ARMOR CHECK RE	SPELL SISTANCE		
CONSTITUTION				IITIATIVE		— .—				Р	ENALTY			
INTELLIGENCE				MODIFIER		EX MISC	CLASS		SKILL	.S	MA	X RANKS	/	
WIS					MOE MOE	OFFIER MODIFIER	SOSS-CLASS	KILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
WISDOM				BASE ATTA	СК		5			I MODIFICATION CO.	III O DIII I EIX			
CHA CHARISMA				BON 03				LCHEMY	INT	=	·	+	+	
		B	ASE ABILITY MA	GIC MISC. TEMPO	ADADY			NIMAL EMPATHY PPRAISE ■	CHA	=	·	F	_+	
SAVING 1		TOTAL S	AVE MODIFIER MOD	IFIER MODIFIER MODI	FIER	NAL MODIFIERS		ALANCE	INT DEX*	=	·	t	.+	
FORTI (CONSTIT	TUDE	-	+ +	+ +			_	LUFF ■	CHA			г: +	.+	
REF				5.5.			□ C	LIMB ■	STR*	=		+	+	
(DEXTE	RITY)		''''				I	ONCENTRATION	CON	=	=	+	_+	
WI (WISD	ом)		+ +	+ +				RAFT ■ (_) INT	=	·	<u></u>	.+	
							-	IPLOMACY ■ ISABLE DEVICE	CHA INT	=	·	t	+	
		_		STR	SIZE	MISC TEMPORA	ARY ⊠ D	ISGUISE ■	CHA	=		~	.+	
T.V.	14844		TOTAL BASE A	TTACK BONUS MODIFIE	ER MODIFIER M	MODIFIER MODIFIE	C D	SCAPE ARTIST	DEX*	=			+	
ATT	ACK BONUS			+]+[]+		-20	ORGERY ■	INT	=	-	F	+	
RA	NGED		=	+	7+			ATHER INFORMATION	СНА	=		r	.+	
ATT	ACK BONUS		TOTAL BASE A	TTACK BONUS DEX	SIZE	MISC	W000 —	ANDLE ÅNIMAL EAL ■	CHA WIS	=	·		.+	
			IOIAL	MODIFIE	ER MODIFIER N	MODIFIER		IDE ■	DEX*			i	.+	
	WEAPO	N!						INUENDO	WIS				+	
	VEAPO	N	TOTAL ATTACK I	BONUS DAI	MAGE	CRITICAL	۱۱ 🖂	TIMIDATE =	СНА		:	F	+	
								ituit Direction	WIS	=	:+	r:	.+	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL	PROPERTIE	S	'	JMP NOV(LEDGE (ARGANA)	STR*	=			.+	
							_	NOWLEDGE (ARCANA) NOWLEDGE (ARCHITECTURE	INT	=	·		+	
								ENGINEERING)	INT	_		L .	+	
\	WEAPO	N	TOTAL ATTACK	BONUS DA	MAGE	CRITICAL	⊠ Kı	NOWLEDGE (GEOGRAPHY)	INT	=			+	
								NOWLEDGE (HISTORY)	INT	=			.+	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL	PROPERTIES	s		NOWLEDGE (LOCAL)	INT	=	·		.+	
								NOWLEDGE (NATURE) NOWLEDGE	INT	=	·		+	
								IOBILITY & ROYALTY)	INT			ı		
'	WEAPO	N	TOTAL ATTACK E	RONUS DAM	MAGE	CRITICAL		NOWLEDGE (THE PLANES)	INT				+	
					W.C.S.E	CHITTONE	⊠ Kı	NOWLEDGE (RELIGION)	INT	=			+	
						-	_	STEN ■	WIS	=	·+		.+	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL	PROPERTIES	S		OVE SILENTLY PEN LOCK	DEX*	=	+		.+	
							_	PEN LOCK ERFORM ■ (DEX	=	·+	·	+	
							(_		_)					
ARMOR/	PROTECT	IVE ITEM	TYPE	ARMOR BONU	S MAS	DEX BONUS	, (₋		_) CHA		+		+	
			111	ARMOR BONU	- WAY	A DEVENOR] ⊠ Pi	ск Роскет	DEX*	=	+		+	
								ROFESSION (_) wis	=	+		+	
CHECK PENA	ALTY SPELI	L FAILURE S	PEED WEIGHT	SPECI	IAL PROPERT	IES		DE (_) DEX		+		+	
								EARCH■	INT		+	- 0 -	+	
CHIELD (B	DOTECT	VE ITEV						ense Motive ■	WIS		+		т +	
SHIELD/P	ROTECTI	VE IIEM AR	MOR BONUS W	EIGHT CHECK F	PENALTY S	PELL FAILURE	⊠ Sr	PELLCRAFT	INT				+	

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SPECIAL PROPERTIES

AMMUNITION

Skills marked with ■ can be used normally even if the character has zero (0) skill runks.

Skills marked with ⊠ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies.

** -1 per 5 lb. of gear.

WIS

STR**

DEX*

DEX

WIS

□ SPOT ■

□ Swim ■

□ TUMBLE

□ USE ROPE ■

CAMPAIGN				FAVORED ENEMIES	SKILL/DMG. BONUS*	1 sт:			
EXPERIENCE POINTS	40.00			1st enemy		***************************************			
	CEAR		2ND ENEMY						
ITCM	GEAR WT.	ITCM	WT.	3RD ENEMY					
ITEM	WI.	ITEM	W I.						
				4TH ENEMY					
		W		5TH ENEMY		2ND:	ALCONOMICS (1975)		
				*Applies to Bluff, Listen, Sense Motive, Spo Lore checks and weapon damage rolls (includ					
				damage against targets within 3) feet).				
				Track					
				- 4-10		3 RD:			
								-	
						4тн:			
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							Western Company of the Company of th		
			-						
							NOT	ES	
			-						
			-	to allow a 14 - 15 and a second a second and					
			-						
				LIGHT LOAD MEDIUM LOAD	HEAVY LOAD				
				LIFT OVER LIFT OFF	PUSH OR				
				HEAD GROUND EQUALS 2 × MAX LOAD MAX LOAD	DRAG 5 × MAX LOAD				
1									
				LANGUAGES	5				
				Initial languages = Common + racial langu	uages + Int bonus				
		TOTAL WEIGHT CARRIED		Each additional language (Speak Langua	ge) = 2 skill point	SP	ELL SA	VE	
·	MONEY	7							WIS MODIFIER
CP —						SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
							0		0
SP —							1ST		
							2ND		
GP —							3RD		
							4TH		

SPECIAL ABILITIES/FEATS

DAILY SPELLS

Your caster level is one-half your ranger class level.